



**New Features in Cubase 5.1.1**



**CUBASE 5**

Advanced Music Production System





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## Introduction



# Welcome!

Welcome to Cubase 5.1.1! This version is compatible with Apple Mac OS X Snow Leopard (10.6) and Microsoft Windows 7 and adds new features for every Cubase user.

This document lists and describes the features that have been added to or modified in the program since version 5.1.0.

## About the program versions

The documentation covers two different operating systems or “platforms”; Windows and Mac OS X.

Some features and settings are specific to one of the platforms. This is clearly stated in the applicable cases. In other words:

⇒ If nothing else is said, all descriptions and procedures in the documentation are valid for both Windows and Mac OS X.

## Key command conventions

Many of the default key commands in Cubase use modifier keys, some of which are different depending on the operating system. For example, the default key command for Undo is [Ctrl]-[Z] under Windows and [Command]-[Z] under Mac OS X.

When key commands with modifier keys are described in this manual, they are shown with the Windows modifier key first, in the following way:

[Win modifier key]/[Mac modifier key]-[key]

For example, [Ctrl]/[Command]-[Z] means “press [Ctrl] under Windows or [Command] under Mac OS X, then press [Z]”.

Similarly, [Alt]/[Option]-[X] means “press [Alt] under Windows or [Option] under Mac OS X, then press [X]”.

⇒ Please note that this manual might refer to right-clicking, e.g. to open context menus, etc. If you are using a Mac with a single-button mouse, hold down [Ctrl] and click.

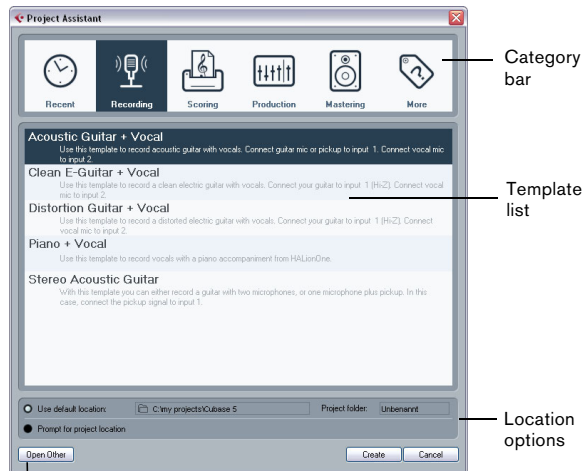


**Working with the new features**



## The Project Assistant dialog

The Project Assistant dialog is opened by selecting the “New Project...” command on the File menu. In this dialog you can access recently opened projects and create new projects, which can either be empty or based on a template.



Open Other button

The Project Assistant dialog will also open in the following cases:

- If you launch Cubase with the option “Show Project Assistant” selected on the “On Startup” pop-up menu in the Preferences (General page).
- If you hold down [Ctrl]/[Command] while launching Cubase.

### Opening recent projects

The Recent category in the category bar of the Project Assistant dialog contains a list of recently opened projects. When you select an item in this category, the Create button changes to “Open”, allowing you to open the corresponding project. This list is similar to the list in the Recent Projects submenu on the File menu.

### Choosing a template

In the category bar of the Project Assistant dialog, the available factory templates are sorted into the predefined categories Recording, Production, Scoring, and Mastering. Furthermore, there is a More category which contains the default project template and all templates that are not assigned to any of the other categories.

When you click on one of the category items, the list below the category bar shows the available factory templates for this category that were installed with Cubase. Any new templates that you create are added at the top of the corresponding list for convenient access.

- To create an empty project that is not based on a template, select the “Empty” entry in the More category and click the Create button.

An empty project is also created if no template is selected in the currently shown category.

- You can rename or delete a template by right-clicking it in the list and selecting the corresponding option on the context menu.

### Choosing a project location

The options in the lower part of the dialog allow you to specify where the project is stored.

- Select “Use default location” to create the project in the default project location (as shown in the path field), and click Create.

In the “Project folder” field you can specify a name for the project folder. If you do not specify a project folder here, the project will reside in a folder named “Untitled”.

⇒ To change the default project location, simply click in the path field. A file dialog opens, allowing you to specify a new default location.

- Select “Prompt for project location” and click Continue to create the project in a different location.

In the dialog that appears, specify a location and a project folder.

### Open Other

The “Open Other” button allows you to open any project file on your system. This is identical to using the Open command from the File menu.



# Handling project templates

## Saving templates

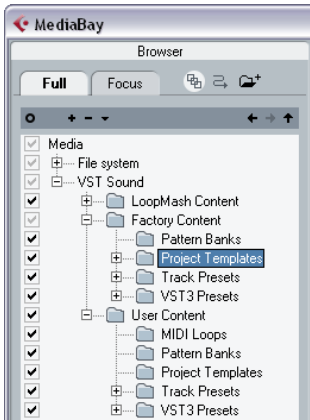
The “Save as Template” dialog now has a Tag Editor section, where you can assign the template to one of the four template categories shown in the Project Assistant dialog and/or enter a description for the template. This description will also be visible in the Project Assistant dialog.

- Simply select a category value from the Template Category pop-up menu and/or enter a description in the Content Summary field.

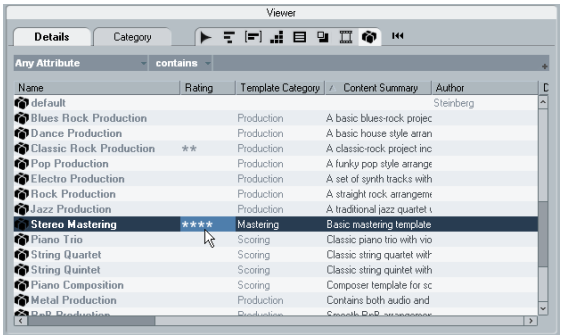
⇒ If you do not choose a Template Category attribute, the new template will be shown in the More category in the Project Assistant dialog.

## Showing and tagging project templates in the MediaBay

The VST Sound node in the Browser section now provides a shortcut to the included project templates. These can be found inside the Factory Content folder. If you save your own project templates using the “Save as Template” dialog, these can be found in the User Content node.

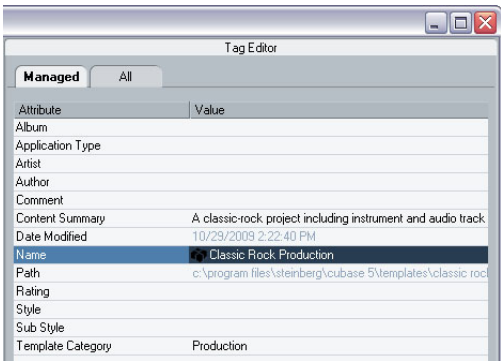


If you select a project template in the Viewer, its tags are also shown in the Tag Editor.



Project templates in the Viewer

⇒ If the Template Category and Content Summary tags are not visible in the Viewer, activate the corresponding checkboxes in the Viewer column in the Manage Tags dialog.



A project template in the Tag Editor

You can tag project templates in order to assign a rating, enter a content summary (visible in the Project Assistant dialog), choose a new Template Category value, and so on. The tags are saved with the project template.

For more information about tags, please refer to the MediaBay chapter in the Operation Manual.



# AmpSimulator

The AmpSimulator effect now has an updated plug-in panel. However, the parameters are the same as in the previous version.



AmpSimulator is a distortion effect, emulating the sound of various types of guitar amp and speaker cabinet combinations. A wide selection of amp and cabinet models is available.

The following parameters are available:

Parameter	Description
Drive	Controls the amount of amp overdrive.
Bass	Tone control for the low frequencies.
Middle	Tone control for the mid frequencies.
Treble	Tone control for the high frequencies.
Presence	Boosts or dampens the higher frequencies.
Volume	Controls the overall output level.
Amplifier pop-up menu	This pop-up menu is opened by clicking on the amplifier name shown at the top of the amp section. It allows you to select an amplifier model. The amp section can be bypassed by selecting "No Amp".
Cabinet pop-up menu	This pop-up menu is opened by clicking on the cabinet name shown at the top of the cabinet section. It allows you to select a speaker cabinet model. This section can be bypassed by selecting "No Speaker".
Damping Lo/Hi	Further tone controls for shaping the sound of the selected speaker cabinet. Click on the values, enter a new value and press the [Enter] key.